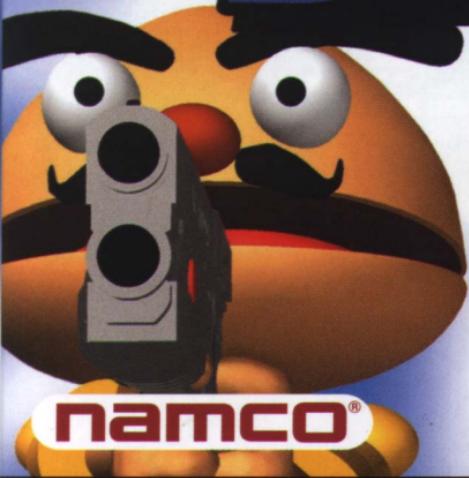




PlayStation

PAL

POINT BLANKTM



namco®

SONY

COMPUTER
ENTERTAINMENT

PlayStation®



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COMPACT
disc

For Ages - Pour Ages - Para Edades - Für Jahre - Per Anni

3-10 ✓

11-14 ✓

15-17 ✓

18+ ✓



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ATTENTION

Chez certaines personnes,
l'utilisation de ce jeu nécessite
des précautions d'emploi
particulières qui sont détaillées
dans la notice jointe

POINT BLANK 2™

Created exclusively for PlayStation®, POINT BLANK 2™ features shooting galleries galore, including an entire Theme park to run riot in, a new story mode AND madcap Party modes, specifically designed for team playing.

Créé exclusivement pour la PlayStation®, POINT BLANK 2™ comprend une multitude de champs de tir, y compris un parc d'attractions, un nouveau mode Histoire et des modes complètement loufoques conçus spécialement pour jouer en équipe.

POINT BLANK 2™ wurde exklusiv für die PlayStation® entwickelt und enthält jede Menge Umgebungen zum Schießen, darunter einen Abenteuerpark, in dem Sie sich austoben können, ein neuer Story-Modus UND total verrückte Gruppenmodi, die extra für Teams entwickelt wurden.

Creado exclusivamente para PlayStation®, encontrarás cientos de puestos de tiro al blanco, incluyendo un completísimo parque de atracciones donde podrás dar rienda suelta a tu imaginación, una nueva modalidad de historia y divertidas modalidades para grupos, diseñados especialmente para el juego en equipo.

Ideato esclusivamente per PlayStation®, POINT BLANK 2™ presenta un eccezionale numero di locali di tiro a segno, incluso un intero parco giochi in cui i giocatori potranno scatenarsi, una nuova modalità avventura E IN PIÙ modalità party fuori di testa, appositamente progettate per il gioco a squadre.

POINT BLANK 2™ is speciaal gemaakt voor de PlayStation®. Je kunt je helemaal uitleven op schiettenten, of rotzooi schoppen in pretparken. Er is een nieuwe verhaalmodus EN knotsgekke Party-modes, speciaal ontworpen voor teamspel.

www.playstation-europe.com

1 or 2 Players Memory Card 1 block Synchronized Light Gun Controller Compatible G-Con45

This software is only compatible with hardware displaying "PS" and PAL

namco®



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is a trade

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JOIN BLACK



english

The festive firearm fun of POINT BLANK is back, and this time, it's even more explosive than before! From the arcade action of POINT BLANK Castle to the suspense and excitement of Theme Park Mode, this game has it all! Dr. Don and Dr. Dan are back too, in their wacky glory. Get ready for...



SETTING UP

Set up your PlayStation® according to the instructions in its Instruction Manual. Insert the POINT BLANK 2™ disc and close the disc cover. Turn the PlayStation® ON at the POWER button. It is advised that you do not insert or remove peripherals or Memory Cards once the power is turned on. Make sure there are enough free blocks on your Memory Card before commencing play and that your Memory Card is inserted into Memory Card slot 1 only.

PLEASE NOTE: All screenshots for this manual have been taken from the English version of this game. Some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished game.

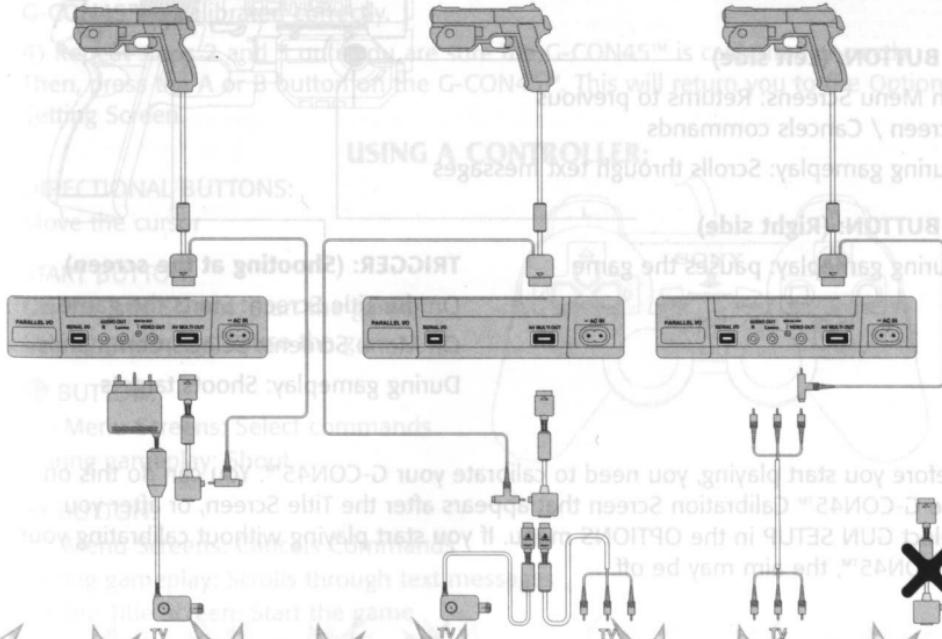
Language Selection

At the language selection screen, if you are using a G-CON45™, press the trigger to scroll through the language options and the A or B button to select the language of your choice. If you are using a Controller, press the **○** button to scroll through the language options, then press the **×** button to select.

SETTING UP A G-CON45™

In POINT BLANK 2™, you can connect two G-CON45™'s so two players can play simultaneously. To play with two G-CON45™'s, connect the video-input plugs to each other, then insert the G-CON45™ to each Controller port.

Note: If you are using the Sony AV Adapter (SCPH-1160), connect the video-input plugs in the same way.



USING THE G-CON45™

See the diagram below for the G-CON45™ controls. Also, if you want to quit while playing a game, pause the game, then press and hold A, B, and then the Trigger (on a Controller, hold down the X button, then press the O button).



A BUTTON: (Left side)

On Menu Screens: Returns to previous Screen / Cancels commands

During gameplay: Scrolls through text messages

B BUTTON: (Right side)

During gameplay: pauses the game

TRIGGER: (Shooting at the screen)

On the Title Screen: Starts the game.

On Menu Screens: Selects Commands

During gameplay: Shoots targets

PLEASE NOTE: All screenshots for this manual version of this game. Some screenshots might have screens that differ slightly from those in the finished game.

Before you start playing, you need to calibrate your G-CON45™. You can do this on the G-CON45™ Calibration Screen that appears after the Title Screen, or after you select GUN SETUP in the OPTIONS menu. If you start playing without calibrating your G-CON45™, the aim may be off.

HOW TO CALIBRATE YOUR G-CON 45™

- 1) Start the game, and enter OPTIONS, then shoot SETTINGS, then GUN SETUP.
- 2) A target will be displayed in the centre of the screen. Aim for the centre of the target and shoot.
- 3) After you shoot, an X appears on the screen (red for Player 1, blue for Player 2). Compare the X's position on the screen to where you are aiming, to make sure the G-CON45™ is calibrated correctly.
- 4) Repeat steps 2 and 3 until you are sure the G-CON45™ is calibrated correctly. Then, press the A or B button on the G-CON45™. This will return you to the Options Setting Screen.

USING A CONTROLLER:

DIRECTIONAL BUTTONS:

Move the cursor

START BUTTON: MODE

On the Title Screen: Start the game

During gameplay: Pause the game

○ BUTTON:

On Menu Screens: Select commands

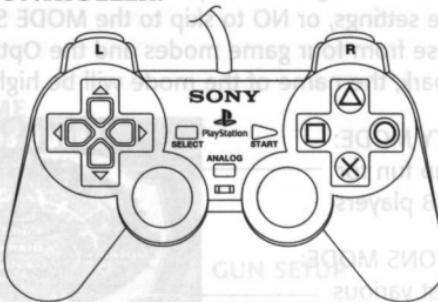
During gameplay: Shoot

✗ BUTTON:

On Menu Screens: Cancels Commands

During gameplay: Scrolls through text messages

On the Title Screen: Start the game



GETTING STARTED

The Title Screen



When you reach the Title Screen, pull the trigger or press the A or B button (or the START button on a Controller) to jump to the MODE SELECT Screen. If you are using a G-CON45™, you'll go to the Gun Calibration Screen before you move onto the MODE SELECT screen.

The Mode Select Screen

Before you reach the MODE SELECT screen, you'll be given the opportunity to load previous settings, should you have any saved on a Memory Card. Select YES to load in the settings, or NO to skip to the MODE SELECT screen. On this screen, you can choose from four game modes and the Options Mode. When you aim at an area in the park, the name of the mode will be highlighted.

Dunno

PARTY MODE:

Group fun for
2 to 8 players!

OPTIONS MODE:

Adjust various
game settings

the G CON45
select GUN SETUP in the
G CON45™, the

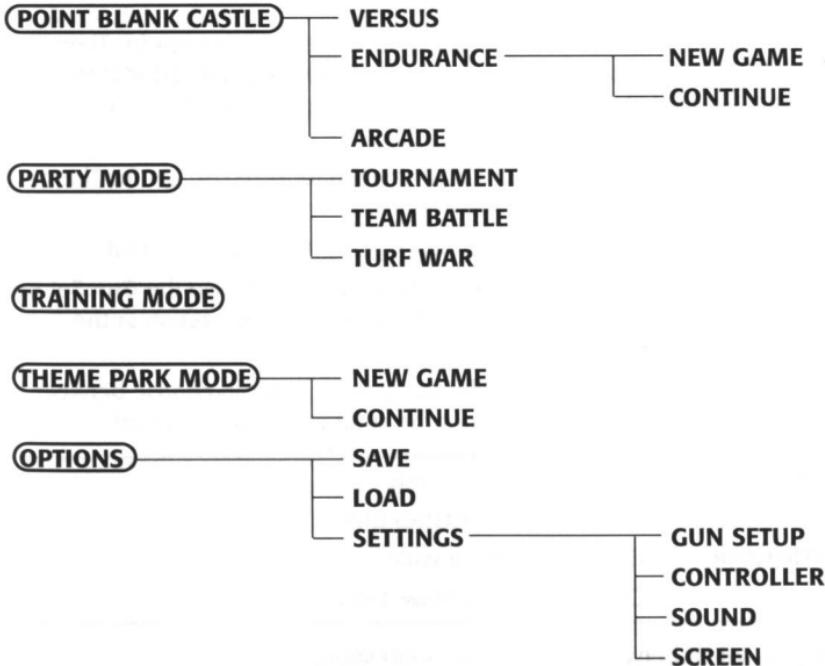


TRAINING MODE:
Choose any stage and
practice, practice,
practice! (1 player only)

POINT BLANK CASTLE:
Features one-player
and two-player
versus modes.

THEME PARK MODE: You're the hero in an
adventure set in a theme park! (1 player only)

GAME FLOW



OPTIONS

In OPTIONS mode, you can save and load game data, and adjust various settings. If you shoot the OPTIONS area in the MODE SELECT Screen, the three choices SAVE, LOAD, and SETTINGS appear. Pick one and shoot!

SAVE: Brings up the Save Screen. You can save your game here (except for Theme Park and Endurance Mode data). Make sure your Memory Card is inserted into Memory Card slot 1, and that there are enough free blocks on your Memory Card before you commence play.

LOAD: Brings up the Load Screen. You can load saved data here (except for Theme Park and Endurance Mode data).

SETTINGS: The SETTINGS Screen gives you four choices. Pick one and shoot!

GUN SETUP: You can calibrate your G-CON45™ here, or you can use the Gun Setup Screen that appears after the Title Screen. See the section on Calibration in the SETTING UP section for more information.

CONTROLLER: You can adjust your Controller setup here. You can choose between two shot sizes and three cursor speeds. Shoot the settings to change them!

G-CON45™:

HIT SIZE: Small or wide

CONTROLLER:

A BUTTON B: Switches button setup

HIT SIZE: Small or wide

CURSOR SPEED: Slow, fast or max

SOUND: You can switch between stereo and mono sound.

SCREEN: You can adjust the position of the screen by shooting the up, down, left and right arrows. To reset the screen to its original position, shoot RESET onscreen.

POINT BLANK CASTLE

You can choose from three different modes in POINT BLANK Castle, and play with one or two players. If you shoot POINT BLANK CASTLE on the MODE SELECT Screen, the Game Select Screen will appear.

How to start playing in Point Blank Castle

Pick one of the three games on the Game Select Screen and shoot it to start the game. If any settings need to be adjusted, please follow the instructions on the screen. If you want to return to the MODE SELECT Screen, shoot the BACK icon. Also, shooting the HIGH SCORES icon will display the current high scores.

VERSUS: In VERSUS Mode, there are up to 16 stages that you can choose from. First, you must select a difficulty level. There are four levels—PRACTICE (8 stages), BEGINNER (16 stages), ADVANCED (16 stages), and INSANE (8 stages). Even if you select BEGINNER or ADVANCED, INSANE level stages may randomly appear.

ENDURANCE MODE: In ENDURANCE Mode, you must clear as many stages as you can with a limited number of lives. Shoot NEW GAME on the Endurance Mode menu screen to begin a new game or CONTINUE to carry on with a previously saved game. Once you've attempted your first level, you can shoot the QUIT icon to exit this mode and save your game. If you lose, you can shoot RETRY to start the challenge from the beginning or QUIT to end the game. To resume a saved game, start ENDURANCE Mode again from Point Blank Castle's Game Select Screen.

ARCADE: Four courses await you in ARCADE Mode – PRACTICE, BEGINNER, ADVANCED and INSANE. The Practice course features 4 stages, and the other three courses have 16 each. There are also some Bonus stages along the way too.

Basic Rules

Before each stage begins, the conditions for clearing the stage, as well as any limits on time and bullets, will be displayed on the screen. After you play the stage, your results and high score will be displayed. If you failed to meet the conditions, or if you shot an object labeled Don't Shoot! then you will lose lives accordingly. When you run out of lives, the game is over.

About Continues

In Arcade and Versus Modes, you can choose to continue the game when you run out of lives. Each time you decide to continue, points will be deducted from your total score. In Endurance Mode, you cannot continue once you run out of lives.

2-Player Verse Mode

In ARCADE, VERSUS, and ENDURANCE Modes, two players can play head-to-head. At the beginning of the game, choose a Controller / G-CON45™ and press the START / A button. A second player can jump in the middle of a game only in ARCADE Mode. When this happens, the game will begin at the start of the stage.

On some stages, each player will have their own shooting area in different parts of the same screen. On other stages, the screen will be split into two halves. Regardless of the number of lives left, the player with the most points at the end of a stage will be declared the winner on that stage. Results will be displayed after each stage.

PARTY MODE

You and your friends can choose from three different games in PARTY MODE. If you shoot PARTY MODE on the Mode Select Screen, the Game Select Screen will appear.

How to start playing in Party Mode

Pick one of the three games on the Game Select Screen, and shoot it to start the game. If you want to go back one screen, shoot the BACK button. Also, shooting the High Scores button will display the current high scores.

On the Hi-Score table, the following abbreviations are displayed:

L-HND: Life Handicap

S-HND: Score Handicap

W-L-D: Won – Lost – Drawn

TOURNAMENT: You and your friends can play against each other in a tournament battle. You will lose lives if you can't fulfil the stage clear conditions, or if you shoot an object marked DON'T SHOOT!. But regardless of the number of lives left, the player with the most points will be declared the winner. Up to four players can compete in the tournament. In case of a draw, select TRY AGAIN for a rematch.

TEAM BATTLE: You and your buddies can split up into the Red and Blue teams to compete against each other. Players from each team compete one-on-one, and the player with the highest score wins. In the end, the team with the most players remaining wins the match. Each team can have up to four players, for a total of eight.

TURF WAR: In this game, you and your friends take turns trying to steal each other's territory. The player with the most territory at the end of the match wins the game. On your turn, you choose a square to invade, and if you can defeat the owner of the square, it becomes your territory. In addition, any squares that are between your existing territory and the newly conquered square also become your territory. Since this works vertically, horizontally, and diagonally, this means that players who have nothing to do with the one-on-one match may find that their territory has been taken away.

After a pre-determined number of rounds, the player with the most territory wins the game. Up to four players can participate.

IMPORTANT NOTE: The Controller / G-CON45™ in Controller port 1 is always used for the team on the offence. All offensive players must use this Controller on their turn. Similarly, the Controller / G-CON45™ in Controller port 2 is always used for the defending team. All defensive players must use this Controller on there turn.

About Continues

CHARACTER AND HANDICAP SETTINGS

On the Player Select Screen, each player (starting with Player 1) can adjust their score and life handicaps, and choose a character to represent them on-screen. Shoot the panels to adjust each setting, and shoot NEXT to move on to the next player. When all players have adjusted their settings, shoot OK. This will display the settings for each player. If the settings are okay, shoot PLAY. Shooting BACK will cancel the setting adjustments, and the game will return to the Game Select Screen.

ABOUT PENALTIES

If you lose a game in Party Mode, a penalty will be displayed for the losers.

CONTROLLER SETTINGS FOR PARTY MODE

If a G-CON45™ or a Controller is plugged into Controller Port 2, two players can play simultaneously. Also, if you select to play on a turn basis, and both a G-CON45™ and a Controller are plugged in, they can be reassigned to different players. If you have only one G-CON45™, you can take turns playing the stages one at a time.

TRAINING MODE

In Training Mode, you can practice on any of the stages that appear in POINT BLANK 2™. After you play a stage, your records for the past eight tries are displayed on a graph, showing how much you have improved. This mode is for one player only. Train hard, so you can rack up the high scores and beat your friends!

How to start playing in Training Mode

The stages are divided into categories, such as Black & White Targets. First, pick the category you want and shoot! You can then pick the stage you want to practice on. When you select a stage, your statistics for that stage will appear. Shoot PLAY and choose the level of difficulty you wish to practice or shoot BACK to return to the Stage Select screen.

STATISTICS: Your statistics for the past 8 tries will be displayed on a line graph. Also, if you shoot the HIGH SCORES button, you can view the high scores for each difficulty level.

THE THEME PARK

You're the hero! Your mission is to clear each of the attractions in the Theme Park, while searching for the missing Princess. This mode is for one player only.

How to start playing in Theme Park Mode

If you shoot the THEME PARK mode on the MODE SELECT Screen, a menu will appear. If you are playing for the first time, shoot NEW GAME and enter your name. Names can be up to six letters long. If you already have a saved game, shoot CONTINUE to load your game.

EXITING THEME PARK MODE: You can pause the game at the ATTRACTION SELECT screen by pressing the B button on your G-CON45™, or the START button on your Controller. When the game is paused, the following menu will appear:

CONTINUE: Unpauses the game.

HINTS: Displays the clues you have collected about the missing Princess.

POWER-UPS: Shows the Power-ups you have collected.

QUIT: Exits from Theme Park Mode.

SAVING DATA: You can save your game when you finish playing an attraction or when you exit from Theme Park Mode. Just follow the instructions on the Save Screen. There are three game save slots, so you can save three different games.

BASIC RULES

- 1) Play and clear each attraction in the Theme Park.
- 2) When you clear an attraction, you will receive information about the missing Princess. The quality of the hints depends on how well you played.
- 3) If you collect the hints and clear the mysterious final attraction, you will find the Princess.
- 4) If you are unable to get even one hint about the Princess, the game is over.
- 5) To get into an attraction, you will need a Ticket. You get four Tickets when you enter the Theme Park, but you cannot enter the same attraction twice without using a FREE PASS item.

CONTINUING to load your game.

COSMIC DRIVE

SUPERBULLET
TRAIN

Choose an
Attraction!

ABYSS TOURS

HAUNTED HOUSE



From this screen, you can choose to visit the attractions in any order. First, you must visit these four attractions to collect information about the missing Princess. Where is the mysterious final attraction? And where is the missing Princess? It's up to you to find out!

An Introduction to 2 Attractions

THE HAUNTED HOUSE

A maze-type attraction with a time limit...

Get out while you still can!

- 1) Try to find the exit and escape from the Haunted House! Use the map in the corner of your screen to guess the shortest route.
- 2) Monsters lurk at various points along the way! Each monster will test your skills, and if you pass, you can move on.
- 3) You can also find treasure boxes along the way. These boxes can contain goodies such as extra lives or extra time. But be careful, they can also contain monsters!
- 4) When you run out of lives or run out of time, it's game over.
- 5) Escape as fast as you can! The more time you have left over, the better your ranking will be at the end.

COSMIC DRIVE

Defeat evil aliens to save the Earth in this space shooting attraction.

- 1) You are the gunner of a spaceship on its way to Earth. Shoot any approaching enemies! If you miss one and it hits your ship, a stage begins. If you fail on the stage, you lose a life. If you lose all of your lives, the game is over.
- 2) Shoot the enemies with your G-CON45™. Some of them are protected by shields, and may need several shots before they explode.
- 3) You may see power-ups mixed in with the asteroids. Don't miss any!

4) When you approach your destination, you face the enemy boss. If you lose in this mini-game, the game is over.

5) The more enemies you shoot down, the better your ranking will be at the end.

CHARACTERS



THE HERO

You are a young boy who has come to the Theme Park to play. You must help the King find the missing Princess.



THE KING

His precious daughter is missing, and the King is frantic. Willing to try anything to find his daughter, he asks you for help.



THE PRINCESS

The beautiful young Princess who has disappeared. Several people have seen her around the Theme Park. It's rumoured that she likes to play tricks...

Rumour has it that Dr. Don and Dr. Dan have invented the world's toughest gun shooting game, and are lurking somewhere in Theme Park Mode...

- 1) Try to find the exit and escape from the Haunted House! Use the map corner of your screen to assess the shortest route.
 - 2) Monsters lurk at various points along the way! Each monster will test your skills, and if you pass, you get a bonus point!
 - 3) You can also find hidden objects such as exit signs, treasure maps, and more! These boxes can contain useful items such as extra lives or power-ups.
 - 4) You can run out of time, so don't waste it!
 - 5) You must collect as many coins as possible to earn better your score!
- THE HERO**
-
- 1) You are the gunner! Your job is to shoot down all the enemies! If you miss, you will be sent back to the stage, so lose a life and try again!
 - 2) Shoot the enemies with your gun! You will need shields, and other items to survive before they explode.
 - 3) You may see power-ups mixed in with the asteroids. Don't miss any!

Précis de l'histoire à la carte dans les cas portés à l'école

Ensuite, il faut faire une partie de l'histoire à la carte dans les cas portés à l'école. Les deux dernières années, nous avons fait ce travail avec nos élèves de CM2. Nous avons choisi des cas portés à l'école qui sont assez courants : un enfant qui a été agressé, un enfant qui a été victime d'un accident, un enfant qui a été maltraité, un enfant qui a été victime d'un cambriolage, etc. Nous avons alors fait une recherche sur ces cas et nous avons ensuite fait une présentation à l'école. Cela a permis aux élèves de comprendre mieux ce qu'est une victime et ce qu'est une personne qui a été agressée.

Activité à la carte dans l'école

Ensuite, il faut faire une partie de l'activité à la carte dans l'école. Nous avons fait cela avec nos élèves de CM2. Nous avons alors fait une recherche sur les activités à la carte dans l'école et nous avons ensuite fait une présentation à l'école. Cela a permis aux élèves de comprendre mieux ce qu'est une activité à la carte dans l'école et ce qu'est une personne qui a été agressée.

La dernière partie de l'activité à la carte dans l'école est de faire une présentation à l'école. Nous avons alors fait une recherche sur les présentations à l'école et nous avons ensuite fait une présentation à l'école. Cela a permis aux élèves de comprendre mieux ce qu'est une présentation à l'école et ce qu'est une personne qui a été agressée.

Il est important de souligner que l'objectif de l'activité à la carte dans l'école est de faire une présentation à l'école.

